(600b) to achieve inverse range based fog effects. Texture environment unit 600 can

provide multiple stages to perform a variety of other interesting environment-related

functions based for example on color/alpha modulation, embossing, detail texturing,

texture swapping, clamping, and depth blending. Texture environment unit 600 can also

combine (e.g., subtract) textures in hardware in one pass. For more details concerning

the texture environment unit 600, see commonly assigned application serial no.

09/722,367, entitled "Recirculating Shade Tree Blender for a Graphics System" and its

corresponding provisional application, serial no. 60/226,888, filed August 23, 2000, both

of which are incorporated herein by reference.

The paragraph beginning at page 31, line 18:

In an example implementation of system 50, the indirect and direct texturing

operations described above are coordinated with corresponding stages of a recirculating

shader within texture environment unit 600. See commonly assigned copending

application Serial No. 09/722,367, entitled "Recirculating Shade Tree Blender For A

Graphics System" and its corresponding provisional application, serial no. 60/226,888,

filed August 23, 2000.

REMARKS

This Amendment is made to add appropriate serial number references in the

specification.